

## **What the hell is this?**

*"On a First-Name Basis with the Dead"* is a currently in production Ren'py Visual Novel, which I, Nagi, work on as its director and writer. Aside from me, the team currently has a programmer, a character artist, a background artist, a composer, a voice director and an editor.

This Visual Novel is planned to be completed within the span of the [Blossom VN Jam 2025](#). I have decided to begin pre-production early on to leave time for the concept to blossom (heh) into its final form before production begins in April.

As the concept has been outlined, I am making this document to help you see if working on this project would ever interest you.

If it does interest you, please contact me either through Discord (nagi\_lawfultired) or email (bklonek@gmail.com).

## **What is the core concept?**

The core concept is that of a consultant necromancer investigating a mysterious series of grave robbing incidents in cooperation with a local police officer. On the way, they'll unearth truths about the incident, the world, and most of all, themselves. After all, what kind of insane person would even become a necromancer?

The game is planned to have Ace Attorney-like Point and Click investigation and evidence presentation mechanics, along with a "true name" mechanic to deal with spirits through knowledge of their true name(s).

In terms of setting, it is set in an urban fantasy alternate earth with magic, set somewhere that is equivalent to our Europe.

Lastly, for those who quite enjoy yuri, we have plans for women to kiss during the runtime of this visual novel. Nice.

## **What kind of help is needed?**

Currently, I would like to work with the following:

~~-A CG Artist (I hope you like drawing skeletons and women kissing)-~~

~~-A UI Artist (As we will be making menus that are outside of the Ren'py config, we would like to work with someone who could work on designing custom menus..-)~~

**This is a visual novel about dead people, what does this have to do with the Blossom Jam?!**

Don't worry about it :)